

DEFENDER

FROM **ATARISOFT**™

Now, the Thrill of the Arcade Game at Home



THE DEFENDER OF W

INSERTING THE CARTRIDGE

With your Commodore 64 Home Computer Turned off, insert the DEFENDER game cartridge in the cartridge slot. Turn the computer on.

Joystick controllers

Plug the joystick controller into the control port 1 on the right side of console. Hold the joystick so that the red button is in the upper left corner. Press the button to fire missiles.

Title screen

When you first turn on your computer, the DEFENDER title screen appears. Press F1 to move to the option screen.

Option screen

Pressing the F1 key starts the game. The F3 key changes level of difficulty. Pressing the F5 key will allow you to choose the 1 or 2 player option.

Game play

At any point F5 will pause the game play or reactivate the game after a pause. Pressing the F3 key will take you back to the option screen. Press the F7 key to activate Hyperspace and the space bar to detonate a Smart Bomb.

Game over

Press F1 or FIRE BUTTON to return to the Option Screen.

Note

Be careful not to press any keys other than those mentioned, as it may effect the game

Evil from the far stars!

The alien attack has come! You must act quickly to defend your planet. Becking their Landers are Boiters, Swarmers, Bombers, and the dread Pods. But you have the most advanced ship your world has ever devised — Defender!

Strategy

Fly low. Good DEFENDER players seldom fly more than two inches above the planet in order to protect their humanoids.

Listen to the game sounds. Most of the time you'll hear a humanoid cry for help before you see it. Use the Scanner to find it.

Mutants are not as hard to destroy as it might appear. Thrust, then reverse direction and adjust your height simultaneously, and fire.

You can carry a humanoid around with you so that the aliens can never destroy all ten of them without destroying you.

But if you touch the planet, the humanoid will immediately jump free.

Aliens become confused if you quickly reverse twice, giving you time to blast them.

WORLDS!

SMART BOMBS destroy all aliens in sight, yet, use them sparingly as the game begins with only three Bombs and three Defender Lives. An additional **SMART BOMB** and **DEFENDER LIFE** is earned for each 10,000 points.

HYPERSPACE temporarily sends you into a space warp, but you never know where you'll reappear. Use **HYPERSPACE** cautiously and sparingly.

Each of the alien ships has a different function.

LANDERS, the first to appear, kidnap humanoids and fire white charges.

BOMBERS lay mines to trap you — you can't shoot mines, so you must avoid them.

BAITERS appear if you take too long to finish off a wave — they move faster than Defender and fire white charges at him.

MUTANTS — transformed humanoids — are very dangerous. Once a humanoid is lost to you, spare no effort in trying to destroy it. They'll fly directly above or below you (where you can't hit them) and then charge.

The **POD** is the most dangerous, because when it's destroyed it releases **Swarmers**.

SWARMERS track you closely, so zap them as quickly as you can.

All aliens except Landers can exit at the bottom of the screen and emerge from the top, vice versa.

Your view-screen shows your immediate area, but the Scanner at the top of the screen shows a much wider view. The area covered by your view-screen is bracketed in the center of the Scanner, so you can see what's happening to your right and left. By using your Scanner you can tell which kinds of aliens are where, and — more important — which of your humanoids are in danger.

Humanoids and the different types of alien ships are distinguished by different colored blips.

You begin the game with ten humanoids. When a humanoid is kidnapped, it cries out for help — go to its rescue immediately!

There are two ways of rescuing a humanoid: either destroy the Lander and let the humanoid fall back to the planet, or destroy the Lander, catch the falling humanoid, and carry it back to the planet. Letting the humanoid fall only works if it's low enough to fall safely. If the humanoid falls safely, you score 250 points, plus 150 points for destroying the Lander. If the humanoid dies, you score only the 150 points for the Lander.

Catching a humanoid in midair is more difficult and earns you more points.

If a Lander succeeds in carrying a humanoid to the top of the screen, the humanoid becomes a Mutant and returns to attack Defender. When all of the humanoids become Mutants, or are destroyed, the planet explodes and vanishes. You continue to play and score points. With every fifth wave, a destroyed planet reappears and all ten humanoids are replaced.



SCORING:

Aliens Destroyed Point values



Landers 150



Mutant 150



Swarmer 150



Bomber 250



Baiter 200



Defender destroyed
Each life 25



Pod 1000

Humanoid rescue mission

150 points for the Lander plus:

Humanoid falls and lives 250

Caught but not brought back... 500

Caught and brought back 1000

Scores appear at the top of the screen. The score for Player 1, or a single player, is on the left; the score for Player 2 is on the right. How many lives and Smart Bombs Defender has left are displayed next to the scores.

At the end of each of the first five waves, you score 100 bonus points for each surviving humanoid, multiplied by the number of the wave. At the end of each wave thereafter, you score 500 bonus points for each surviving humanoid. The wave number and the number of bonus points appear in the center of the screen. Any humanoid you're carrying returns to the planet.

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